TableTop DIAMOND DICE DUO BaseBall™ <〔¤〕> *Imagined, Invented & Implemented* By ***Travis Allen King*** A.K.A. ***Damian T. Hallan*** © **2025**
ANY And ALL *Advice*, Constructive *Criticism*, And Concise *Comments* May Be Sent To Me By Email: **travisallenking@gmail.com**.

-**GAME DURATION**-
Innings Average ~**Five — Ten Minutes**~. Games Average ~**45 Mins. — 1 1/2 Hours**~. Actual Length May Vary Based Upon Each Player's Pace.

=**GAME SETUP**=
4: 6-Sided Dice To Keep Tally Of Player Outcome <¤> Each Player Rolls TWO Dice For Result. These Dice Shall Be The ONLY Dice Rolled.
4: 6-Sided Dice To Keep Track Of Bases And Runners <¤> 1=BASE Is SAFE • 3=BASE Is OUT • 4=BASE Is ACTIVE • 6=BASE Is EMPTY.
4: 6-Sided Dice To Keep Tally Of Both Players' Scores <¤> (6=0) Left:# Of 5s + Right:COUNT From 0-5; E.G. 6&5=5 Or 3&6=15 Or 5&5=30.
3: 6-Sided Dice To Keep Track Of BALLS, STRIKES And OUTS <¤> Dice Shown: Top Die, 4 BALLS; Middle Die, 3 STRIKES; Bottom Die, 3 OUTS.
9: 6-Sided Dice To Keep Tally Of Every Inning <¤> 3=Inning Not Played ▪ 1=TOP Of Inning ▪ 4=BOTTOM Of Inning ▪ 6=Inning Played.
A Pencil & Pad To Keep Track Of Information If Available Dice Are Limited And/Or Players Want To Tally All Play-By-Play Results.

+**GAME PLAY**+
TWO Players Both Roll TWO Dice. Re-Roll TIED Dice. High Roller Chooses HOME Or VISITOR. HOME BEGINS The GAME As DEFENSE.
Each Player Rolls TWO Dice As The GAME PLAYS & Sums Total Of Each Roll & PLAY Continues According To ALL Baseball Rules.
Results With An ERROR Must FIRST Resolve The ERROR Phase Completely, Then PLAYS Continue According To ANY Other Results.
If The GAME Is TIED After NINE Innings, Each Half-Inning Following The NINTH Inning BEGINS With A RUNNER On SECOND BASE.
PLAY Until VISITOR Scores More Than HOME By The End Of Inning, Or HOME Scores More Than VISITOR In An Incomplete Inning.

<**THROWS**> *DEFENSE*: [Pitcher MUST Roll.]
2-4: (Re-Roll. IF: {2-3 Or 8-9, BALL. <¤> 5-6 Or 11-12, FOUL.} Repeat <THROWS>; 4, 7 Or 10, Go To <BATTING>.) ≈16.66%~1/6
5: (STRIKE. Go To <RUNNING>.) ≈11.11%~1/9
6-8: (Go To <BATTING>.) ≈44.44%~4/9
9: (Go To <BALLS>.) ≈11.11%~1/9
10: (STRIKE. FIRST Or SECOND BASE Runner Go To <STEALING>.) ≈8.33%~1/12
11-12: (Go To <BALLS>.) ≈8.33%~1/12

<**BATTING**> *OFFENSE*: [Batter Roll; OTHERWISE Go To <BUNTING>.]
2: HOME RUN!!!! (Batter And ALL Runners Advance To HOME. Return To <THROWS>.) ≈2.77%~1/36
3: TRIPLE!!! (Batter SAFE On THIRD. ALL Runners Advance THREE BASES. Go To <RUNNING>.) ≈5.55%~1/18
4: DOUBLE!! (Batter SAFE On SECOND. ALL Runners Advance TWO BASES. Go To <RUNNING>.) ≈8.33%~1/12
5: Fielder's Choice⁉ (Batter SAFE On FIRST. FORCED Runner OUT At 3RD Or HOME. Go To <ERRORS>.) ≈11.11%~1/9
6: Pop Fly! (Batter OUT. Go To <RUNNING>.) ≈13.88%~5/36
7: SINGLE! (Batter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <RUNNING>.) ≈16.66%~1/6
8: Line Drive! (Batter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.) ≈13.88%~5/36
9: Fly Ball!/Line Out! (Re-Roll. {IF 6-8, Batter OUT. ALL Runners Advance ONE BASE; OTHERWISE Batter OUT.} Go To <ERRORS>.) ≈11.11%~1/9
10: Grounder¡ (Batter OUT On 1ST. FORCED Runners OUT @ 2ND & 3RD. Go To <ERRORS>.) ≈8.33%~1/12
11-12: Sac Fly¿! (Batter OUT. THIRD BASE Runner Advance To HOME. Return To <THROWS>.) ≈8.33%~1/12

<**BUNTING**> *OFFENSE*: [Bunter MUST Roll.]
2: Caught Bunt! (Bunter OUT. Go To <RUNNING>.) ≈2.77%~1/36
3-6: Bad Bunt! (Bunter OUT On FIRST. FORCED Runners OUT. Go To <ERRORS>.) ≈38.88%~7/18
7-8: Bunt! (Bunter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <RUNNING>.) ≈30.55%~11/36
9-10: Foul Bunt! (STRIKE. Return To <THROWS>.) ≈19.44%~7/36
11-12: Sacrifice Bunt! (Bunter OUT On FIRST. ALL Runners Advance ONE BASE. Return To <THROWS>.) ≈8.33%~1/12

<**BALLS**> *DEFENSE*: [Pitcher MUST Roll.]
2: Hit By Pitch¡ (Batter WALK To FIRST. FORCED Runners Advance ONE BASE. Return To <THROWS>.) ≈2.77%~1/36
3: Ball Thrown! (BALL. Return To <THROWS>.) ≈5.55%~1/18
4-5: (Go To <FOULS>.) ≈19.44%~7/36
6: Ball Thrown! (BALL. Return To <THROWS>.) ≈13.88%~5/36
7-8: (Go To <FOULS>.) ≈30.55%~11/36
9: Ball Thrown! (BALL. Return To <THROWS>.) ≈11.11%~1/9
10-12: Wild Ball! (BALL. FIRST And SECOND And THIRD Base Runners Go To <RUNNING>.) ≈16.66%~1/6

<**FOULS**> *DEFENSE*: [Fielder MUST Roll.]
2: Foul Tip! (STRIKE. FIRST BASE Runner Go To <STEALING>.) ≈2.77%~1/36
3: Foul Ball Caught! (Batter OUT. Go To <ERRORS>.) ≈5.55%~1/18
4-9: Foul Ball! (FOUL. Return To <THROWS>.) =75.00%~3/4
10-12: Foul Ball Caught! (Batter OUT. Go To <RUNNING>.) ≈16.66%~1/6

<**ERRORS**> *DEFENSE*: [Fielder MUST Roll For Batter, THEN May Choose ANY Order For Throws To EVERY ADVANCING Base Runner.]
2: Bobbled Ball! (OUT Nullified Or Runner SAFE On Next EMPTY Or OTHERWISE On SAME BASE. Go To <RUNNING>.) ≈2.77%~1/36
3-10: No Errors. (Go To <RUNNING>.) ≈88.88%~8/9
11-12: Boggled Ball! (Go To <STEALING>.) ≈8.33%~1/12

<**STEALING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2: !Burst Of Speed! (Runner SAFE On Next EMPTY BASE. SAME Runner Go To <RUNNING>.) ≈2.77%~1/36
3-5: Covered Base! (Runner OUT. DIFFERENT Runner Repeat <STEALING>.) =25.00%~1/4
6-8: Stolen Base! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Repeat <STEALING>.) ≈44.44%~4/9
9-10: Back On Base! (Runner Stays SAFE On SAME BASE. DIFFERENT Runner Repeat <STEALING>.) ≈19.44%~7/36
11-12: Well Covered Base! (Runner OUT. DIFFERENT Runner Go To <RUNNING>.) ≈8.33%~1/12

<**RUNNING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2-5: !!Sprinted! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Return To <STEALING>.) ≈27.77%~5/18
6-8: Winded! (Runner OUT. DIFFERENT Runner Repeat <RUNNING>.) ≈44.44%~4/9
9-10: Very Well Covered Base! (Runner OUT. Return To <THROWS>.) ≈19.44%~7/36
11-12: Sacrificed! (Runner OUT. DIFFERENT Runner SAFE On Next ONE EMPTY BASE BEFORE The OUT. Return To <THROWS>.) ≈8.33%~1/12

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-GAME DURATION-
Innings Average ~**Five Minutes**~. Games Average ~**Thirty Minutes To One Hour**~. Actual Length Will Vary Based Upon Every Player's Pace.

=GAME SETUP=
2: 12-Sided Dice To Keep Track Of Player Outcome <¤> 1=WILD; Players Each Re-Roll ONE Die & Higher Rolled Player Chooses The Result.
4: 6-Sided Dice To Keep Tally Of Bases And Runners <¤> 1=BASE Is SAFE • 3=BASE Is OUT • 4=BASE Is ACTIVE • 6=BASE Is EMPTY.
4: 6-Sided Dice To Keep Track Of Both Players' Scores <¤> (6=0) Left:# Of 5s + Right:COUNT From 0-5; E.G. 6&5=5 Or 3&6=15 Or 5&5=30.
3: 6-Sided Dice To Keep Tally Of BALLS, STRIKES And OUTS <¤> Dice Shown: Top Die, 4 BALLS; Middle Die, 3 STRIKES; Bottom Die, 3 OUTS.
9: 6-Sided Dice To Keep Track Of Every Inning <¤> 3=Inning Not Played ▪ 1=TOP Of Inning ▪ 4=BOTTOM Of Inning ▪ 6=Inning Played.
Use Pen & Pad To Keep Tally Of Play Outcomes If Availability Of Dice Is Limited And/Or Players Wish To Track All Play-By-Play Results.

+GAME PLAY+
TWO Players Each Roll ONE Die. Roll TIE Die Over. High Roller Chooses HOME Or VISITOR. HOME BEGINS The GAME As DEFENSE.
Both Players Roll ONE Die As The GAME PLAYS And From The Resulting Roll, PLAY Continues According To ALL Baseball Rules.
Results With An ERROR Must FIRST Resolve The Error Phase Completely, Then PLAYS Continue According To ANY Other Results.
If The GAME Is TIED After Nine Innings, Each Half-Inning Following The Ninth Inning BEGINS With A Runner On Second BASE.
PLAY Until VISITOR Scores More Than HOME By The End Of Inning, Or HOME Scores More Than VISITOR In An Incomplete Inning.

<**THROWS**> *DEFENSE*: [Pitcher MUST Roll.]
2-4: (Re-Roll. IF: {2-3 Or 8-9, BALL. <¤> 5-6 Or 11-12, FOUL.} Repeat <THROWS>; 4, 7 Or 10, Go To <BATTING>.) =25.00%~1/4
5-6: (STRIKE. FIRST Base Runner Go To <STEALING>.) ≈16.66%~1/6
7-8: (Go To <BATTING>.) ≈16.66%~1/6
9: (Go To <BALLS>.) ≈8.33%~1/12
10: (STRIKE. Go To <RUNNING>.) ≈8.33%~1/12
11-12: (Go To <BALLS>.) ≈16.66%~1/6

<**BATTING**> *OFFENSE*: [Batter Roll; OTHERWISE Go To <BUNTING>.]
2: HOME RUN!!!! (Batter And ALL Runners Advance To HOME. Return To <THROWS>.) ≈8.33%~1/12
3: TRIPLE!!! (Batter SAFE On THIRD. ALL Runners Advance THREE BASES. Go To <RUNNING>.) ≈8.33%~1/12
4: DOUBLE!! (Batter SAFE On SECOND. ALL Runners Advance TWO BASES. Go To <RUNNING>.) ≈8.33%~1/12
5: Fielder's Choice⁉ (Batter SAFE On FIRST. FORCED Runners OUT At 3RD & HOME. Go To <ERRORS>.) ≈8.33%~1/12
6: Fly Out! (Batter OUT. Go To <ERRORS>.) ≈8.33%~1/12
7: SINGLE! (Batter SAFE On FIRST. ALL Runners Advance ONE BASE. Go To <RUNNING>.) ≈8.33%~1/12
8: Line Drive! (Batter OUT On FIRST. FORCED Runners Advance ONE BASE. Go To <ERRORS>.) ≈8.33%~1/12
9: Pop Fly! (Batter OUT. Go To <RUNNING>.) ≈8.33%~1/12
10: Grounder¡ (Batter OUT On 1ST. FORCED Runners OUT @ 2ND & 3RD. Go To <ERRORS>.) ≈8.33%~1/12
11-12: Sac Fly¿! (Batter OUT. THIRD BASE Runner Advance To HOME. Return To <THROWS>.) ≈16.66%~1/6

<**BUNTING**> *OFFENSE*: [Bunter MUST Roll.]
2: Caught Bunt! (Bunter OUT. Return To <THROWS>.) ≈8.33%~1/12
3-5: Blundered Bunt! (Bunter OUT On FIRST. FORCED Runners OUT. Return To <THROWS>.) =25.00%~1/4
6-8: Bunt! (Bunter SAFE On FIRST. FORCED Runners Advance ONE BASE. Go To <RUNNING>.) =25.00%~1/4
9-10: Foul Bunt! (STRIKE. Return To <THROWS>.) ≈16.66%~1/6
11-12: Sacrifice Bunt! (Bunter OUT On FIRST. ALL Runners Advance ONE BASE. Return To <THROWS>.) ≈16.66%~1/6

<**BALLS**> *DEFENSE*: [Pitcher MUST Roll.]
2: Hit By Pitch¡ (Batter WALK To FIRST. FORCED Runners Advance ONE BASE. Return To <THROWS>.) ≈8.33%~1/12
3: Ball Thrown! (BALL. Return To <THROWS>.) ≈8.33%~1/12
4-5: (Go To <FOULS>.) ≈16.66%~1/6
6: Ball Thrown! (BALL. Return To <THROWS>.) ≈8.33%~1/12
7-8: (Go To <FOULS>.) ≈16.66%~1/6
9: Ball Thrown! (BALL. Return To <THROWS>.) ≈8.33%~1/12
10-12: Wild Ball! (BALL. FIRST Or SECOND Or THIRD Base Runner Go To <RUNNING>.) =25.00%~1/4

<**FOULS**> *DEFENSE*: [Fielder MUST Roll.]
2: Foul Tip! (STRIKE. FIRST BASE Runner Go To <STEALING>.) ≈8.33%~1/12
3: Foul Ball Caught! (Batter OUT. Go To <ERRORS>.) ≈8.33%~1/12
4-9: Foul Ball! (FOUL. Return To <THROWS>.) =50.00%~1/2
10-12: Foul Ball Caught! (Batter OUT. Go To <RUNNING>.) =25.00%~1/4

<**ERRORS**> *DEFENSE*: [Fielder MUST Roll For Batter, THEN May Choose ANY Order For Throws To EVERY ADVANCING Base Runner.]
2: Bobbled Ball! (OUT Nullified Or Runner SAFE On Next EMPTY Or OTHERWISE On SAME BASE. Go To <RUNNING>.) ≈8.33%~1/12
3-10: No Errors. (Go To <RUNNING>.) ≈66.66%~2/3
11-12: Boggled Ball! (Go To <STEALING>.) ≈16.66%~1/6

<**STEALING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2: !Burst Of Speed! (Runner SAFE On Next EMPTY BASE. SAME Runner Go To <RUNNING>.) ≈8.33%~1/12
3-5: Stolen Base! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Repeat <STEALING>.) =25.00%~1/4
6-8: Covered Base! (Runner OUT. DIFFERENT Runner Repeat <STEALING>.) =25.00%~1/4
9-10: Back On Base! (Runner Stays SAFE On SAME BASE. DIFFERENT Runner Repeat <STEALING>.) ≈16.66%~1/6
11-12: Well Covered Base! (Runner OUT. DIFFERENT Runner Go To <RUNNING>.) ≈16.66%~1/6

<**RUNNING**> *OFFENSE*: [Runner Roll IF Next ONE BASE Is EMPTY; OTHERWISE Return To <THROWS>.]
2-5: Winded! (Runner OUT. DIFFERENT Runner Repeat <RUNNING>.) ≈33.33%~1/3
6-8: !!Sprinted! (Runner SAFE On Next EMPTY BASE. DIFFERENT Runner Repeat <RUNNING>.) =25.00%~1/4
9-10: Very Well Covered Base! (Runner OUT. Return To <THROWS>.) ≈16.66%~1/6
11-12: Sacrificed! (Runner OUT. DIFFERENT Runner SAFE On Next ONE EMPTY BASE. Return To <THROWS>.) ≈16.66%~1/6